

**DECOW PRODUCTS INC.**

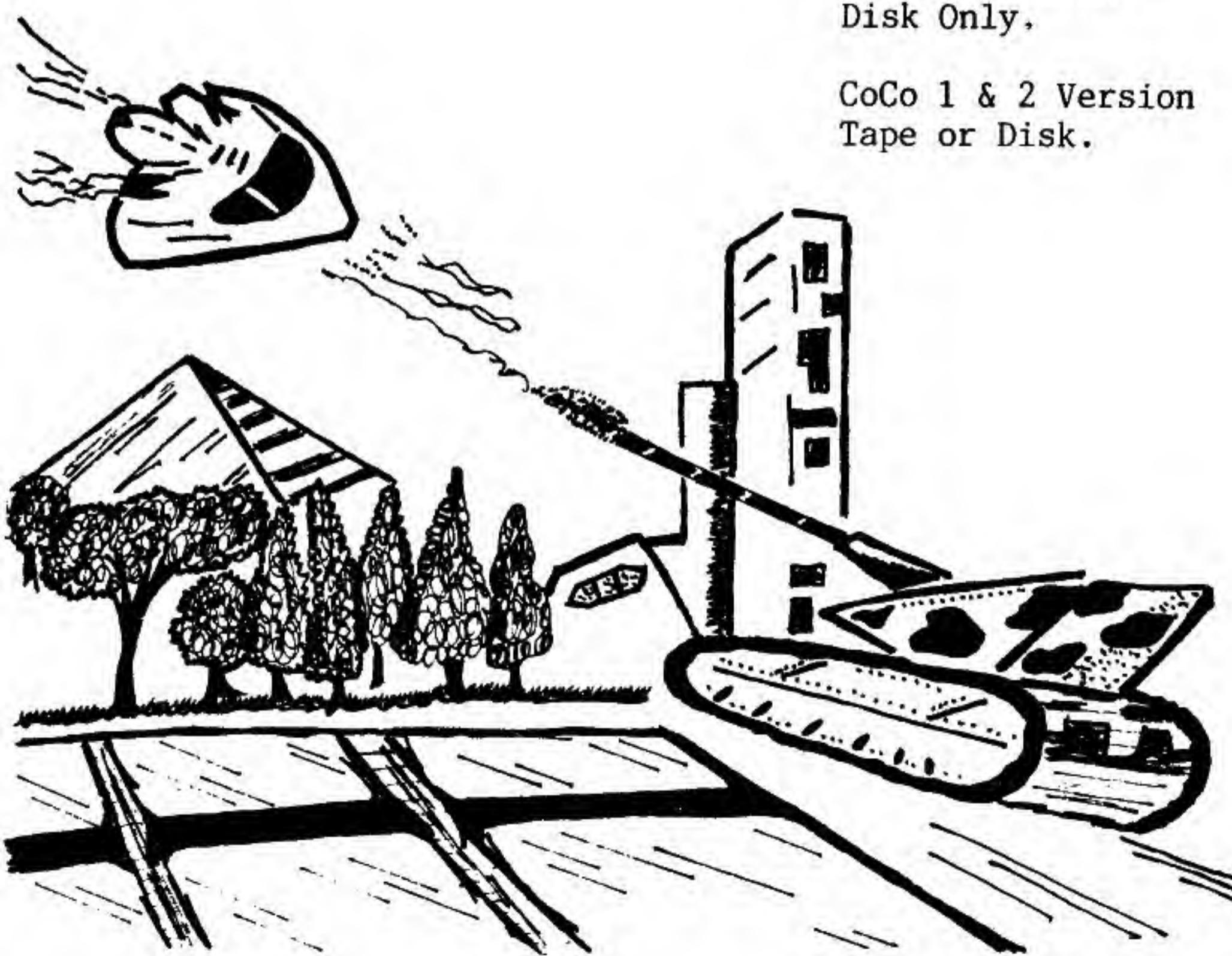
**PRESENTS**

SUPPLIED BY **A.P.D.**  
BRISBANE (07) 208 7820

# **XENION**

CoCo 3 Version  
Disk Only,

CoCo 1 & 2 Version  
Tape or Disk.



Manufactured in Canada.

# XENION

BY: MICHAEL DUNCAN

SUPPLIED BY A.P.D.  
BRISBANE (07) 208 7820

## SYSTEM REQUIREMENTS:

COCO 1 & 2 VERSION: Xenion requires a 64 k Color Computer with one or two joysticks.

COCO 3 VERSION: Xenion requires a 128 k Color Computer 3 with one or two joysticks.

## LOADING INSTRUCTIONS

### COCO 1 & 2

#### DISK:

1. Place disk in drive 0
2. Type LOADM"XENION" <ENTER>
3. The game will load and execute automatically

#### CASSETTE:

1. Place cassette in tape recorder
2. Type CLOADM <ENTER>
3. The game will load and execute automatically

Note: If the letter <E> appears in the top left corner while loading then an error has occurred. Try loading again with a different volume or try the second copy of the program which is after the first on the cassette.

### COCO 3

#### DISK:

1. Place disk in drive 0
2. Type LOADM"XENION" <ENTER>
3. The game will load and execute automatically
4. When asked if using an RGB monitor answer Y or N
5. When instructed insert the 'DATA' disk in drive 0

## PLAYING INSTRUCTIONS

### STARTING THE GAME:

Move the right joystick up or down to select the number of players. Press the right joystick button to start the game.

### CONTROLLING YOUR SPACESHIP:

You control your spaceship with the joystick. You can move left and right as well as up and down. You use the button to fire your missiles. You may also use the <SPACEBAR> to launch a smart bomb (if you have any) which will destroy everything on the screen.

### THE SCREEN LAYOUT:

At the top of the screen is a display showing how many men you have left as well as the number of smart bombs you currently have. If you fly your ship over the flashing square with a bomb in it you will receive a bonus smart bomb. The area below the display is the playing section where all the action occurs. Just to the right of the playing section is your ship's energy bar. The bar goes down each time you get shot or collide with a spaceship. When it reaches zero you lose one ship. If you fly your ship over the flashing <E> square it will raise your ship's energy back to full. On the very right of the screen is the high score list. Below the high score list is the message box. This will give you messages about different events that occur during the game.

### THE ENEMY:

The enemy comes in many different shapes and forms. There are many different flying spaceships that will fire at you, as well as many different types of land bases, some of which will also fire at you. Force fields can't be shot. To destroy a force field, you must destroy the generator which is usually located near the source of the force field. You will also encounter mother ships at various points in the game. To destroy a mother ship you must shoot its center several times.

**PAUSE:**

You may pause a game by pressing the <P> key. To resume your game press <ENTER>.

**BONUS SHIPS:**

You receive your first bonus ship at 10,000 points. You will receive a bonus ship for every 20,000 points scored after the first.

**SCORE:**

FLYING SHIPS	....	VARYING POINT VALUES
HELICOPTER ON PAD	..	200 POINTS
RADAR DISH	.....	50 POINTS
BLINKERS	.....	100 POINTS
CYCLOPS CANNON	....	300 POINTS
TANKS	.....	400 POINTS
FORCE FIELD	.....	500 POINTS
MOTHER SHIP	....	2,000 POINTS

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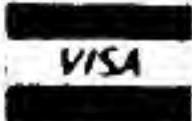
## **COMPANY POLICY AND WARRANTY**

Our products are copy protected. All of our products are guaranteed to load for one year and we will replace any defective copies free of charge during this period.

**DECOM PRODUCTS INC.**

**6715 FIFTH LINE, MILTON, ONT., CANADA L9T 2X8**

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